NUS-NCWE-USA

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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Thank you for selecting the Cruis'n World™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

MIDWAY

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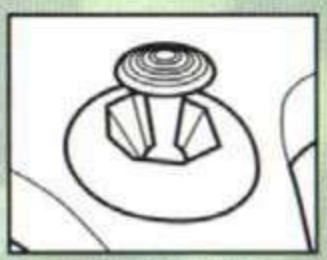
ABOUT THE CONTROLLER

Control Stick Function

The Nintendo® 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional ✚ Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



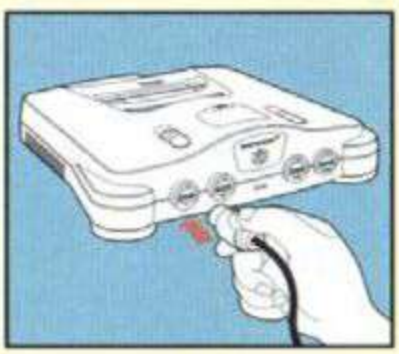
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding the Nintendo® 64 Controller

While playing the Cruis'n World game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo® 64 Controller



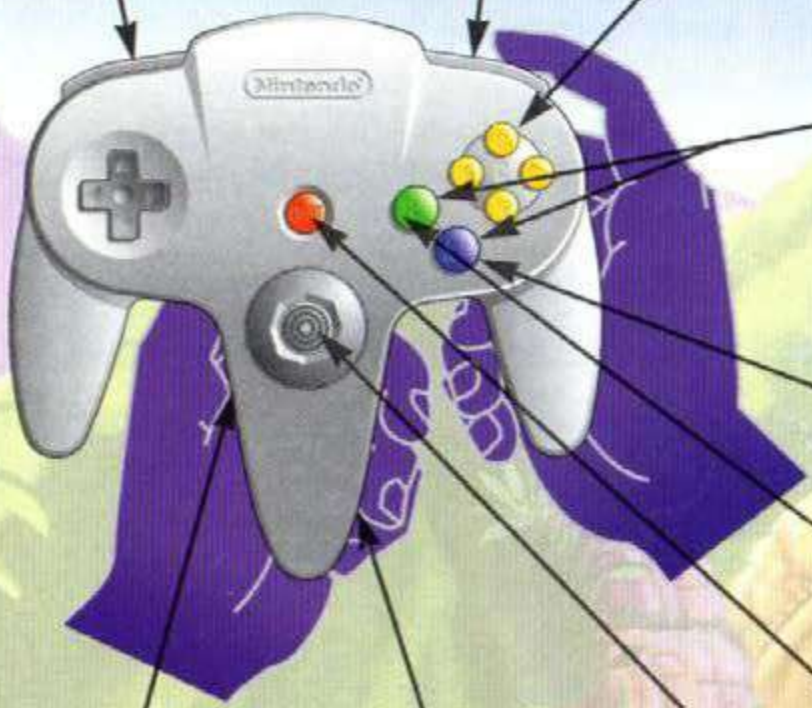
Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active. You must use two, three or four controllers in order to play the two-, three-, or four-player game modes.

Rumble Pak™

The Cruis'n World game is compatible with the Rumble Pak™ accessory. Before using it, make sure to read the Rumble Pak™ accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak™ accessory.

CONTROLS



L BUTTON
Horn

R BUTTON
Gear Down

C BUTTONS
C ↑ View in
C ← Radio
C → View Out
C ↓ Turbo

A+B BUTTON
Drift
Hold A and tap the B Button to drift, then release A to stop drift.

B BUTTON
Brake

A BUTTON
Accelerate

START
Pause

CONTROL STICK
Steer

Z BUTTON
Horn

A+R BUTTON
Gear Up

Changing Your Setup

To change the controller configuration, select Options from the Main Menu screen, then select Controller Setup. On the Controller Setup screen, you can select from four preset configurations by pressing ← or → on the ✚ Control Pad or Control Stick. Once the desired controller configuration is displayed on the screen, press the B Button to return to the Main Menu.

GETTING STARTED

Correctly insert the Cruis'n World Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the Title screen appears, press START to view the Main Menu. On the Main Menu, the following four choices will appear:

P6

Cruis'n World

Race through every course in the game!

P7

Championship

Race in different circuits across the world and earn power-ups!

P8

Practice

Hone your racing skills by practicing Cruis'n World or Championship Modes.

P13

Options

Change options such as game settings, controller configuration setup, sound settings, screen settings and Rumble Pak settings.

Quit Game

Quit game and return to title screen.

Menu Selections

- Use Control Stick or ✚ Control Pad to highlight options.
- Press START or the A Button to confirm a selection.
- Press the B Button to cancel and return to the previous screen.

CRUIS'N WORLD

Choose the Cruis'n World icon and begin an exciting race across the world! Cross the Finish Line in the top three in each race if you want to progress further into the world tour!

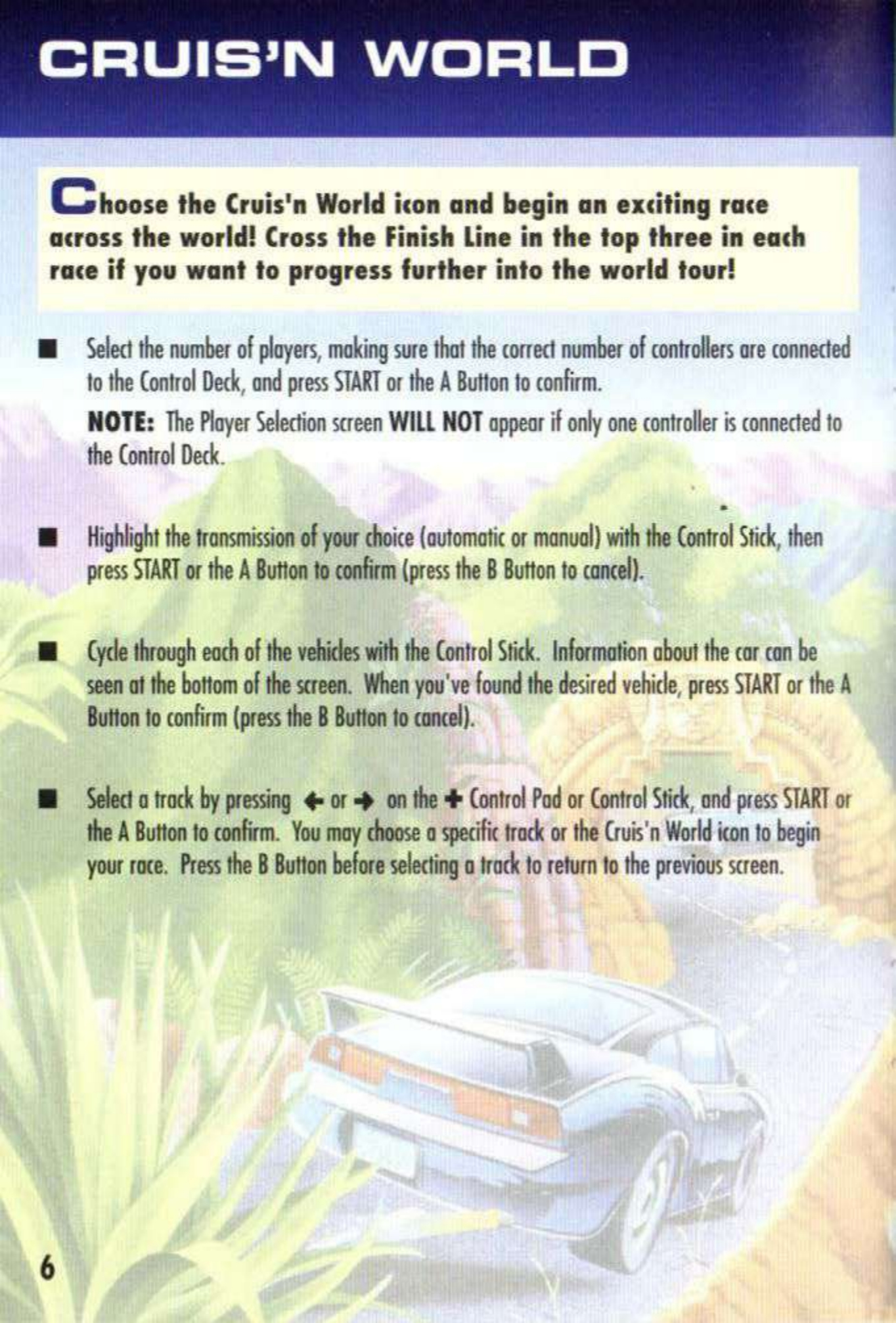
- Select the number of players, making sure that the correct number of controllers are connected to the Control Deck, and press START or the A Button to confirm.

  NOTE: The Player Selection screen **WILL NOT** appear if only one controller is connected to the Control Deck.

- Highlight the transmission of your choice (automatic or manual) with the Control Stick, then press START or the A Button to confirm (press the B Button to cancel).

- Cycle through each of the vehicles with the Control Stick. Information about the car can be seen at the bottom of the screen. When you've found the desired vehicle, press START or the A Button to confirm (press the B Button to cancel).

- Select a track by pressing ← or → on the ✚ Control Pad or Control Stick, and press START or the A Button to confirm. You may choose a specific track or the Cruis'n World icon to begin your race. Press the B Button before selecting a track to return to the previous screen.



CHAMPIONSHIP

Race through the courses in a circuit, with tracks in several challenging Modes.

- Select the number of players and press START or the A Button to confirm your selection.
- Use the Control Stick to select the desired transmission, and press START or the A Button.
- Use the Control Stick to select your car, and press START or the A Button.
- Press ↑ or ↓ on the ✚ Control Pad or Control Stick to scroll through the four Championship Modes: Easy, Medium, Expert and Bonus. When the desired difficulty circuit is highlighted, press START or the A Button to select the first track in that mode. Press the B Button before selecting a track to return to the previous screen. Note: Bonus points are only accessible after . . .

POWER-UPS

In Championship Mode, finishing a race in third place or better will earn you points. Points can eventually be used toward power-ups (faster vehicles, different cars, etc.).

When racing the Beginner difficulty mode, the points earned are much lower than in the Pro and Master modes, since it is much easier to win a race in this mode. The points that can be earned will be increased with each difficulty level and mode increase.

Try increasing your difficulty mode, as you gain power level enhancements, to earn points faster!

- Go to the Options screen, select Difficulty and toggle through the modes until the desired difficulty appears.
- Return to the Main Menu, then select Saved Games and press the A Button. Select Load Game and press the A Button.
- Select the file that you are currently playing with the Control Stick, then press the A Button to select it and the game will automatically return you back to Championship Mode, to the next race in the sequence from where you left off.

Your points should continue to accumulate on top of what you have already earned, while racing with the new difficulty level that you have selected!

PRACTICE

To help you become familiar with the tracks, you can practice them in both Cruis'n World Mode and Championship Mode.

- Press ↑ or ↓ on the ✚ Control Pad or Control Stick, highlight the mode you wish to practice, then press START or the A Button to confirm your selection.
- Select the desired number of players, then press START or the A Button to confirm (see page 6 for more info).
- Select the desired transmission, and press START or the A Button.
- Use the Control Stick to select your car, and press START or the A Button (see page 6 for more info).
- Use the ✚ Control Pad or Control Stick to scroll through each track. When the desired track is highlighted, press START or the A Button to confirm.

GHOST

In Practice Mode, your best times will be saved as Ghost Data. This will allow you to race against yourself on the current course. If you exit Practice, and select a different mode, Ghost Data will disappear.

CARS

SERPENT

Top Speed: 142 MPH/228 KPH Skidpad: 0.98G
Aero Coeff: 0.45, 0-60 MPH: 2.51 sec.
Power: 430 HP V12 DOHC

KAMIKAZE AWD

Top Speed: 142 MPH/228 KPH Skidpad: 0.98G
Aero Coeff: 0.45, 0-60 MPH: 2.51 sec.
Power:3.3L Twin Turbo

ATV

Top Speed: 147 MPH/236 KPH Skid pad: 0.85G
Aero Coeff: 0.25, 0-60 MPH: 3.15 sec.
Power: 8.2L Turbo Diesel

SCARAB

Top Speed: 144 MPH/231 KPH Skidpad: 1.01G
Aero Coeff: 0.28, 0-60 MPH: 2.88 sec.
Power: 5.0L Supercharged V8

CARS

STALLION P6

Top Speed: 145MPH/233KPH Skidpad: 0.89G
Aero Coeff: 0.39, 0-60 MPH: 2.98 sec.
Power: 600cc Nitrous Injected

BANZAI GTV

Top Speed: 145MPH/233KPH Skidpad: 0.89G
Aero Coeff: 0.39, 0-60 MPH: 2.98 sec.
Power: 510 HP V8

ZOMBIE

Top Speed: 147 MPH/236 KPH Skid pad: 0.85G
Aero Coeff: 0.25, 0-60 MPH: 3.15 sec.
Power: 3800cc 24V6

ORCA

Top Speed: 144 MPH/231 KPH Skidpad: 1.01G
Aero Coeff: 0.28, 0-60 MPH: 2.88 sec.
Power:3 82 HP V12

EL NIÑO

Top Speed: 145MPH/233KPH Skidpad: 0.89G
Aero Coeff: 0.39, 0-60 MPH: 2.98 sec.
Power: 242 HP V8

RHINO 4 x 4

Top Speed: 142 MPH/228 KPH Skidpad: 0.98G
Aero Coeff: 0.45, 0-60 MPH: 2.51 sec.
Power: Supercharged V12

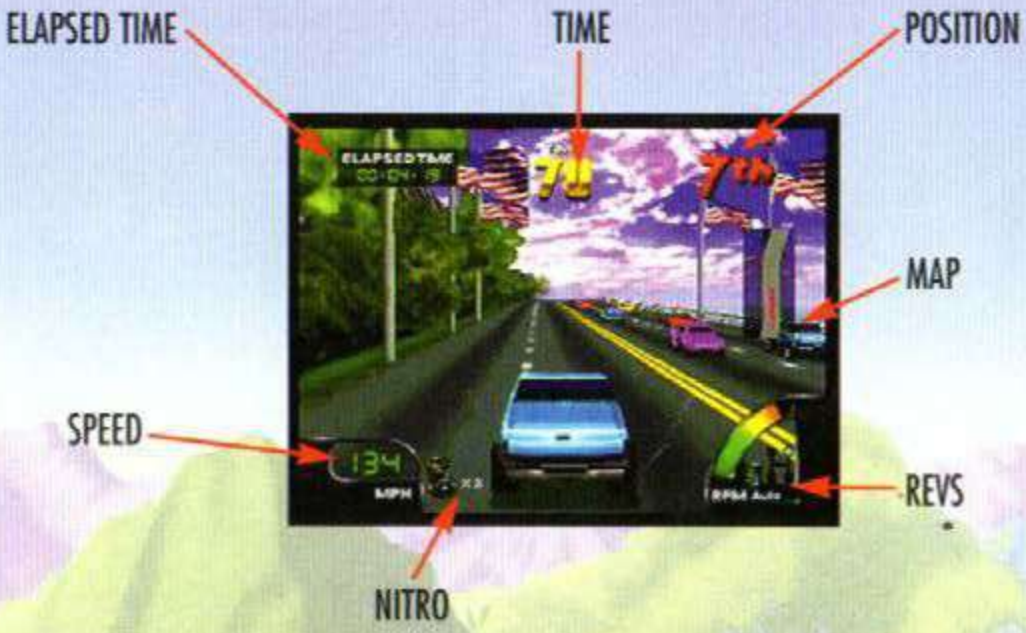
SARDINE EXTREME

Top Speed: 147 MPH/236 KPH Skid pad: 0.85G
Aero Coeff: 0.25, 0-60 MPH: 3.15 sec.
Power: Twin Turbo V6

ROAD KING

Top Speed: 144 MPH/231 KPH Skidpad: 1.01G
Aero Coeff: 0.28, 0-60 MPH: 2.88 sec.
Power: V12 DOHC 48V

ON-SCREEN DISPLAYS



PAUSE SCREEN DISPLAYS

When the game is paused, you will have three choices:

Continue Resume your race

End Race End race (Save locations will be lost.) and return to the Select Track screen

Main Menu End race (Save locations will be lost.) and return to the Main Menu

Use the ✚ Control Pad or Control Stick to highlight the desired option, then press START or the A Button to confirm.

ENTERING YOUR INITIALS

If your time is fast enough, you will enter the Hall of Fame. Press ← or → on the ✚ Control Pad or Control Stick to scroll through the letters at the bottom of the screen. Press START or the A Button to select a letter (press the B Button to cancel).

When you select Options from the Main Menu, the following choices will appear: Controller Setup (page 4), Sound Settings, Screen Settings, Rumble Pak, Number of Laps and Difficulty.

Select the desired option by pressing ↑ or ↓ on the ✚ Control Pad or Control Stick. Adjust the desired option by pressing ← or → on the ✚ Control Pad or Control Stick (this does not apply to Controller Setup).

CONTROLLER SETUP

Change the controller configuration for each player. Use the Control Stick to select one of four preset controller configurations (press the B Button to return).

SOUND SETTINGS

Adjust the music level, sound FX level and sound type.

SCREEN SETTINGS

Adjust such display settings as Elapsed Time, Position, Time/Lap, Map, Revs, Speed and Winning Girl.

RUMBLE PAK

Adjust the amount of impact that each feature will have on the Rumble Pak accessory when it occurs, including Drift, Turbo, Wheelie, Jump, Off Road and Collision. The lower the setting, the smaller the rumble.

OPTIONS

NUMBER OF LAPS

Select between 1-6 laps in Championship Mode for a multi-player game.

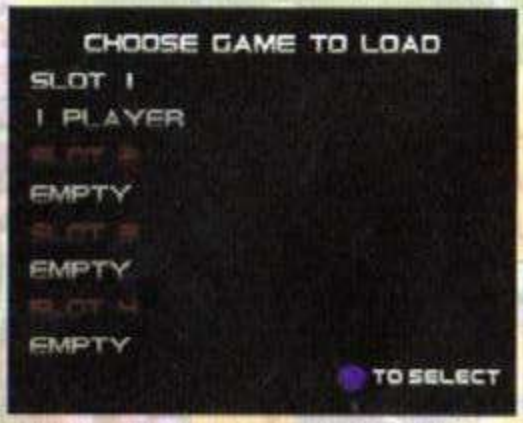
DIFFICULTY

Select the difficulty level for your races: Beginner, Pro and Master.

SAVED GAMES

There are three Saved Game options: Load Game, Delete Game and Reset Data..

Before accessing the Main menu, you'll have the option to continue from a saved game. Select "YES" and press the A Button, then select from one of four different save files (and press the A Button again). You will continue from your last completed race.



THE COURSES

HAWAII—Easy

There are a few sharp turns to look out for as you cruise your way past the beautiful palm trees and underwater tunnels to make your way to the Finish Line. You should have no trouble mastering this course after a few tries!

JAPAN—Medium

As you travel through this beautiful country, you will encounter a few turns and plenty of straight-always. This track should be a breeze after some practice!

AUSTRALIA—Expert

The Australian track has many sharp curves and rough roads. Keep your eyes open for a short cut on the left side that may be helpful!

CHINA—Expert

There are many different types of roadways to adjust to, including a bridge, a dirt road and city streets. There are also some short cuts that may help you out!

AFRICA—Medium

While the road looks similar throughout the entire course, there are many quick, sharp turns and jumps that can add to the difficulty of mastering this track!

THE COURSES

EGYPT—Easy

As you travel through the desert and pyramids, watch out for the sand dunes that are in the middle of the track!

MOSCOW—Easy

Although there are a few different roadways to adjust to, most of the track is a straight shot to the Finish Line, with some minor curves along the way!

GERMANY—Easy

The long scenic stretch of country and city roads is fairly straight and easy to master after a few tries.

ITALY—Expert

There are many curves and a few different roadways to get used to, including many areas of the track that go down from 3 lanes to 2, making all of the vehicles merge at high speeds!

FRANCE—Medium

As you travel at a high speed through this course, beware of some sharp turns in the country that may send your vehicle flying into the hay or sunflower fields on the sides of the track. The sharp curves in the tunnel near the end may also take some practice!

ENGLAND—Medium

The country side has a lot of sharp, unsuspecting curves that will send your vehicle flying into the bushes if you aren't prepared for them!

MEXICO—Expert

This rough road has many sharp turns and bumps in the middle of the track. You may find the secret short cut on the right side of the road helpful if you can find it!

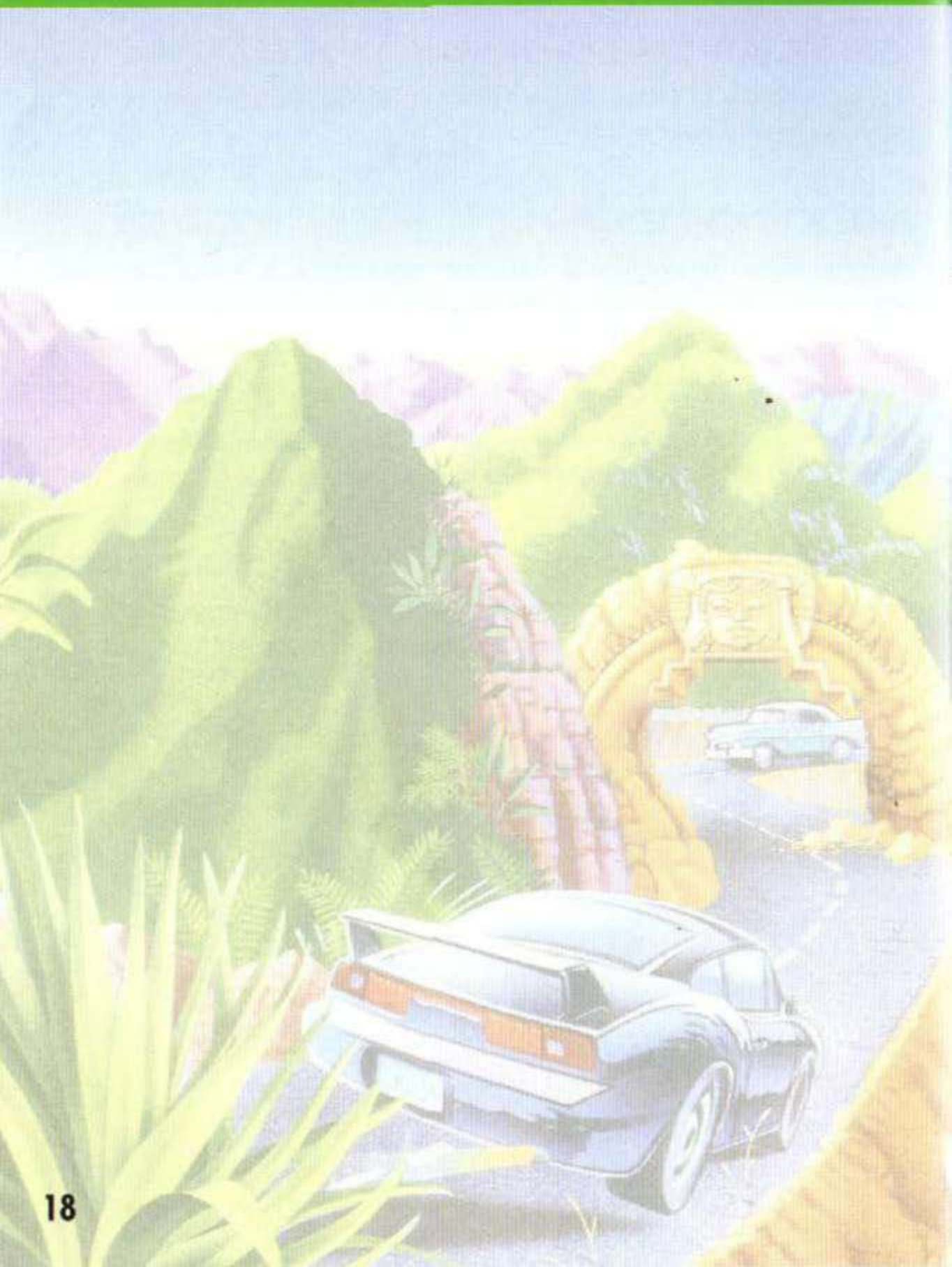
NEW YORK—Medium

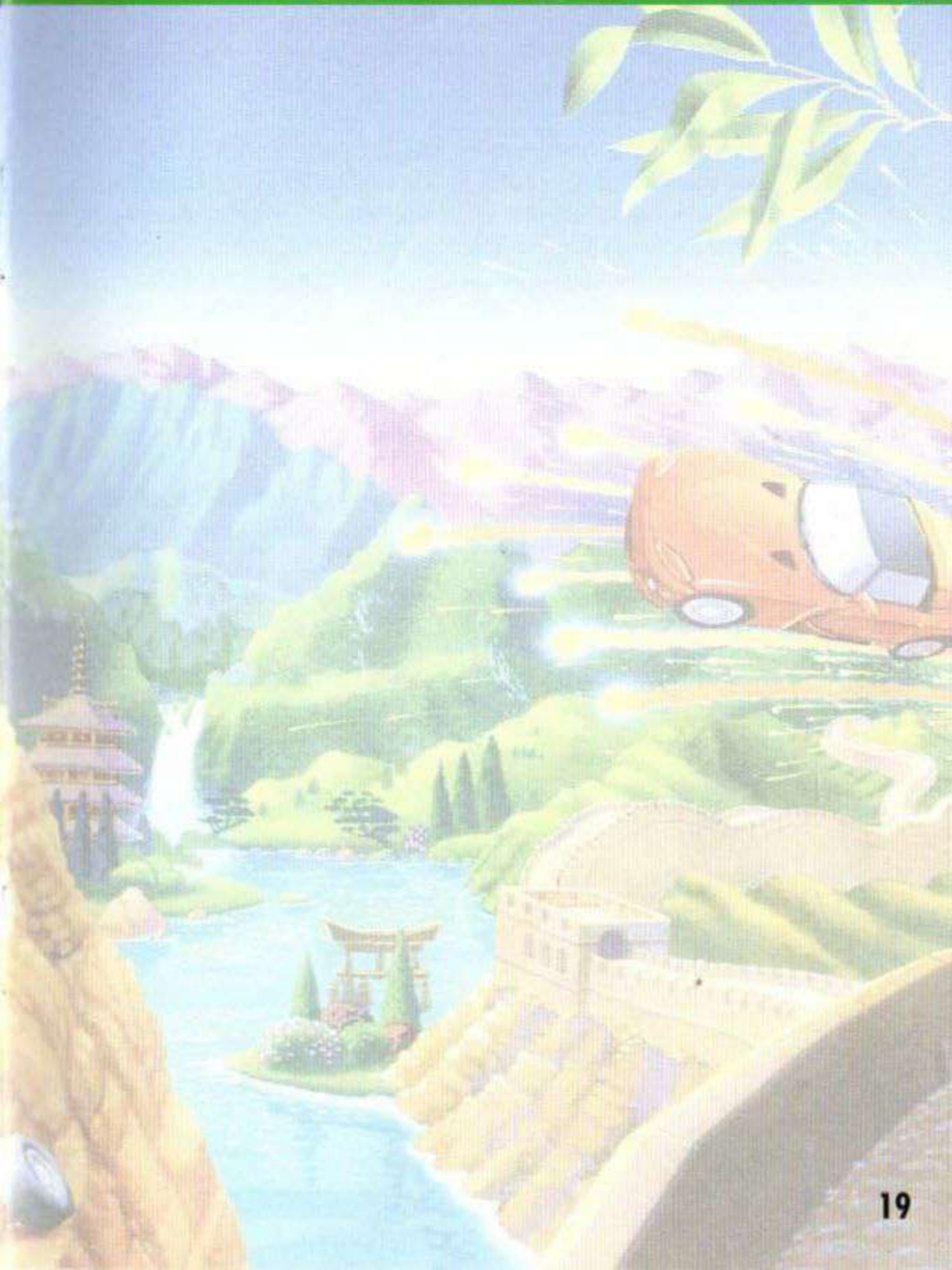
While there are many straight-always and a few sharp turns in the beginning, the huge bumpy jumps in the city can be difficult to master, without flying into a building!

FLORIDA—Easy

A few sharp turns may bounce your car into a palm tree or two, but most of the track is fairly straight as you make your way through the sandy beaches to Cape Canaveral!

NOTES





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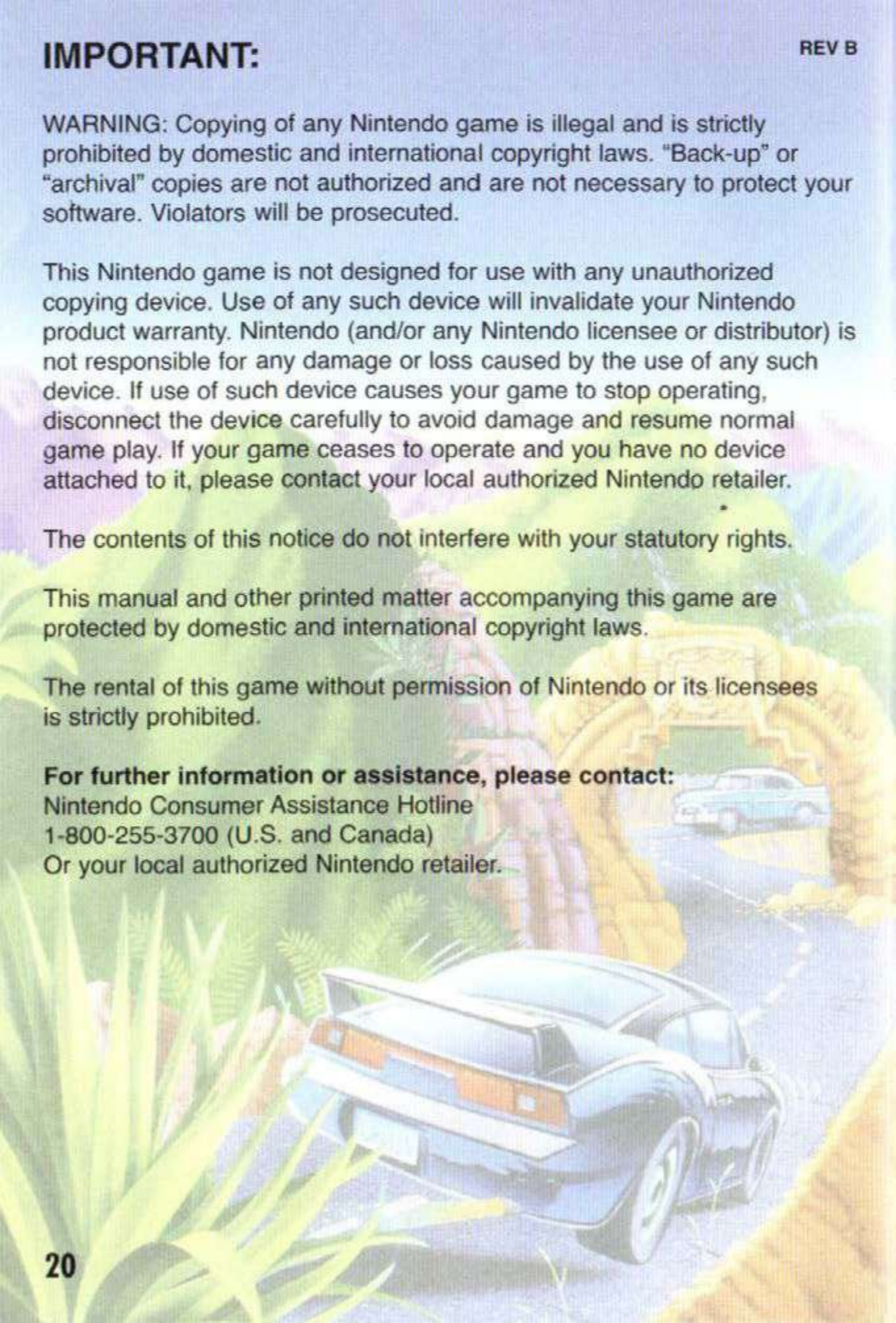

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You may need only simple instructions to correct a problem with our product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (time subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER℠. Please do not send any products to Nintendo without calling us first.

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